



XALVADOR CLOUD

Wizard 8 (Technomancer)		35,020	
CLASS & LEVEL		EXPERIENCE POINTS	PLAYER NAME
Human		Urchin	
RACE/ANCESTRY/HERITAGE		BACKGROUND	CAMPAIGN or PLAYER ID

STR

+0

10

DEX

+2

14

CON

+2

15

INT

+5

20

WIS

+1

12

CHA

-1

8

+3

PROFICIENCY BONUS

SAVING THROWS

+0 Strength Saves
+2 Dexterity Saves
+5 Constitution Saves *
+8 Intelligence Saves *
+4 Wisdom Saves *
-1 Charisma Saves
* Prof. bonus added

SKILLS

+2 Acrobatics (Dex)
+1 Animal Handling (Wis)
+8 Arcana (Int) *
+0 Athletics (Str)
-1 Deception (Cha)
+8 History (Int) *
-1 Insight (Wis)
-1 Intimidation (Cha)
+8 Investigation (Int) *
+1 Medicine (Wis)
+5 Nature (Int)
+1 Perception (Wis)
-1 Performance (Cha)
-1 Persuasion (Cha)
+5 Religion (Int)
+5 Sleight of Hand (Dex) *
+5 Stealth (Dex) *
+1 Survival (Wis)
* Prof. bonus added

11

PASSIVE WISDOM (PERCEPTION)

PROFICIENCIES & LANGUAGES

Armor: none
Weapons: dagger, dart, light crossbow, quarterstaff, sling , modern weapons (firearms)
Tools: disguise kit, hacking tools, thieves' tools
Saving Throws: Constitution, Intelligence, Wisdom
Skills: Arcana, History, Investigation, Sleight of Hand, Stealth
Languages: Common, Elvish, Draconic

ENCUMBRANCE

Lifting & Carrying: 150 lbs. max. carrying capacity; 300 lbs. pushing or dragging (speed -5 ft.); 300 lbs. max. lift.

ARMOR CLASS (AC)

12

INITIATIVE

+2

SPEED

30 ft.

Armor Worn: none

HIT POINTS

50

HIT DICE

8d6

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Dagger. Melee or Ranged Weapon Attack: +5 to hit, reach 5 ft. 1d4+2 piercing damage. (If thrown, normal range to 20 ft.; disadvantage long range 21 to 60 ft.)

Dagger (offhand as bonus action). As above but only 1d4 piercing damage.
Light Crossbow. Ranged Weapon Attack: +5 to hit. Hit: 1d8+2 piercing damage. (Normal range to 80 ft.; disadvantage long range 81 to 320 ft. Must be used two-handed, reloading limits to only one attack per round regardless of extra attacks.)

MAGIC, FEATS & SPECIAL ATTACKS

Resilient Feat (PHB p. 168): Proficiency on Constitution saves.
Ray Of Frost Cantrip. Ranged Spell Attack: +8 to hit, targets one creature or object within 60 ft. range. Hit: 2d8 cold damage and target's speed reduced by 10 feet for one round.

EQUIPMENT & TREASURE

Carried Gear (PHB, p. 143): two (2) daggers, light crossbow and 20 bolts, belt pouch, set of common clothes, a small knife, map of home city, pet mouse, token from parents. (This load is about 10 lbs.; add 1 lb. per 50 coins carried.)
Coins & Gems: 562 gold pieces (gp); 62 silver pieces (sp); 16 copper pieces (cp); 4 gems (worth 50 gp each)

FEATURES, TRAITS & MORE

Alignment: Lawful Evil. I take what I want up to the maximum allowed by law or loyalty, promoting order and control over others.
Urchin Background (PHB p. 129)
• Feature: City Secrets.
• Traits: Likes to squeeze into small places. Unkempt appearance.
• Ideal: The way to have power is to take it.
• Bond: Owes debt to a kindly hero.
• Flaw: Gets into fights easily.
Human Traits (PHB p. 29)
• Creature Type: Humanoid
• Age: 30 years old
• Medium Size (5' 3", 152 lbs.)
Wizard Class Features (PHB p. 112; UA August 2015 Modern Magic)
• Ritual Casting
• Arcane Recovery (regain spell slots totalling 4 levels after short rest once per day)
• Technological Savant (digital spellbook)
• Program Spell (hold spell in electronic device)
Spellcasting (PHB p. 201)

Spell Attack Modifier +8
Spell Save DC 16

Cantrips Known: Light, Minor Illusion, On/Off, Ray of Frost
Prepared Spells
1st Level (4 slots): Mage Armor, Remote Access, Infallible Relay, Detect Magic
2nd Level (3 slots): Arcane Hacking, Find Vehicle, Detect Magic, Invisibility
3rd Level (3 slots): Haywire, Fly
4th Level (2 slots): Conjure Knowbot, System Backdoor, Confusion

PLAYING THE GAME

- The Dungeon Master (DM) describes a scene and players take turns describing their characters' responses.
- For ability checks, saving throws, and attack rolls, roll 1d20 + one ability modifier + proficiency bonus (if proficient in task). The higher the total, the better the effort. The DM tracks minimum totals needed for successful results.
- For initiative rolls, roll 1d20 + Initiative (Dex) modifier. Higher totals act before lower totals in the same 6-second round.
- During a turn, a character or creature may do 1 movement, 1 action and up to 1 bonus action. Between turns, do up to 1 reaction.
- Advantage: Roll two d20s and use the higher result. Disadvantage: Roll two d20s and use the lower result.
- On attack rolls only, a "natural 20" is always a critical hit, while a "natural 1" is always a miss.
- Saving throws are rolled as needed at any time due to attacks, spells, or hazards.
- A character may die if failing three death saves while at 0 hit points, gaining 6 levels of exhaustion, or suffering certain deadly spells and hazards.
- Specific traits, features, spells, and magic items may create exceptions to any rules.

ACTIONS (1 per turn)

- Attack:** Roll to hit, melee or ranged. Some classes and creatures make extra attacks at higher levels with this action.
- Cast Spell:** If casting time 1 action.
- Dash:** Double Speed this turn.
- Disengage:** Avoiding all opportunity attacks while moving, "defensive retreat."
- Dodge:** Give attackers disadvantage.
- Escape:** Try to break free from grapple.
- Grapple:** Special melee attack.
- Help:** Give an ally advantage on one ability check or attack roll.
- Hide:** Stealth allowed only if unobserved.
- Ready:** Plan to take action as reaction when trigger occurs.
- Search:** Perception or Investigation check.
- Shove:** Special melee attack.
- Stabilize:** DC 10 Medicine check to aid 0 h.p. dying creature; automatic success if using healer's kit.
- Use Object:** Pick a lock, activate magical item, cover a hooded lantern, etc.
- Use Potion:** Drink or administer.
- Use Shield:** Equip or drop a shield.

BONUS ACTIONS (up to 1 per turn)

- Offhand Attack:** If doing Attack as action, may make one attack this turn if light weapon in other hand.
- Cast Spell:** If casting time 1 bonus action.

MOVEMENTS (limited by Speed)

- Move:** Distance equal to Speed.
- Crawl, Climb, Swim, Squeeze, Move Across Difficult Terrain or Move While Grappling:** "Half speed," uses up 10 ft. of Speed per 5 ft. distance.
- Drop Prone:** No cost to Speed.
- Stand Up:** From Prone position/condition, costs half Speed that turn.
- Take Cover:** At end of move, half cover gives +2 to Armor Class and Dexterity saving throws; three-quarter cover gives +5 AC and Dex saves.

REACTIONS (1 between turns)

- Cast Spell:** If casting time 1 reaction.
- Opportunity Attack:** May make one attack if enemy moves out of reach.
- Readied Action:** After trigger occurs, else action wasted.

FREE ACTIONS

- Concentration (Maintain A Spell):** Ends if caster starts another concentration spell, or the caster is incapacitated, stunned, unconscious, or killed. If caster takes damage, a Constitution saving throw is needed to avoid immediately ending spell. DC is equal to 10 or half damage taken, whichever is greater. Each hit needs a separate saving throw check.
- Interacting With An Object:** Generally part of another Movement or Action. Examples: Draw one weapon, drop a held object, or open an unlocked door.

« BACK TO GENERATE ANOTHER CHARACTER

Page number references...

[PHB] = *Dungeons & Dragons Player's Handbook (5th edition)* by Mike Mearls and Jeremy Crawford, published Aug. 19, 2014, by Wizards of the Coast (ISBN-10: 0786965506; ISBN-13: 978-0786965601).

[DMG] = *Dungeons & Dragons Dungeon Master's Guide (5th edition)* by Mike Mearls and Jeremy Crawford, published Dec. 9, 2014, by Wizards of the Coast (ISBN-10: 9780786966225; ISBN-13: 978-0786966225).

[MM] = *Dungeons & Dragons Monster Manual (5th edition)* by Mike Mearls and Jeremy Crawford, published Sept. 30 2014, by Wizards of the Coast (ISBN-10: 0786965614; ISBN-13: 978-0786965618).

[ERRLW] = *Eberron: Rising from the Last War* by Jeremy Crawford, James Wyatt and Keith Baker, published Nov. 19, 2019, by Wizards of the Coast (ISBN-10: 0786966890; ISBN-13: 978-0786966899).

[MOoT] = *Mythic Odysseys of Theros* by F. Wesley Schneider, James Wyatt, published July 21, 2020, by Wizards of the Coast (ISBN-10: 0786967013; ISBN-13: 978-0786967018).

[MToF] = *Mordenkainen's Tome Of Foes* by Mike Mearls and Jeremy Crawford, published May 29, 2018, by Wizards of the Coast (ISBN-10: 0786966246; ISBN-13: 978-0786966240).

[TCoE] = *Tasha's Cauldron of Everything*, published Nov. 17, 2020, by Wizards of the Coast (ISBN-10: 0786967021; ISBN-13: 978-0786967025).

[VRGtR] = *Van Richten's Guide To Ravenloft* by F. Wesley Schneider and others, published May 18, 2021, by Wizards of the Coast (ISBN-10: 0786967250; ISBN-13: 978-0786967254).

[VGtM] = *Volo's Guide To Monsters* by Mike Mearls, published Nov. 15, 2016, by Wizards of the Coast (ISBN-10: 0786966017; ISBN-13: 978-0786966011).

[WBtW] = *The Wild Beyond The Witchlight* by Chris Perkins and team, published Nov. 15, 2016, by Wizards of the Coast (ISBN-13: 978-0786967278).

[XGtE] = *Xanathar's Guide to Everything* by Mike Mearls and Jeremy Crawford, published Nov. 21, 2017, by Wizards of the Coast (ISBN-10: 0786966114; ISBN-13: 978-0786966110).

Books are available from a [gaming store near you](#).

HEY CRITTERS! CRITICAL ROLE SOURCEBOOKS

[TDCS] = *Critical Role: Tal'Dorei Campaign Setting* by Matthew Mercer, published Oct. 17, 2017, by Green Ronin Publishing (ISBN-10: 1934547840; ISBN-13: 978-1934547847).

[EGtW] = *Explorer's Guide to Wildemount* by Matthew Mercer, published March 17, 2020, by Wizards of the Coast (ISBN-10: 0786966912; ISBN-13: 978-0786966912).

[Gunslinger] = *Gunslinger Martial Archetype for Fighters* by Matthew Mercer, from <https://www.dmsguild.com/product/170778/Gunslinger-Martial-Archetype-for-Fighters>

[Blood Hunter] = *Blood Hunter Class for D&D 5e (2020)* by Matthew Mercer, from <https://www.dmsguild.com/product/301641/Blood-Hunter-Class-for-DD-5e-2020>

[Maestro] = *College of the Maestro - Bard College Option* by Matthew Mercer, from <https://www.dmsguild.com/product/183630/College-of-the-Maestro-Bard-College-Option>

DOWNLOADS

[Basic Rules] = Dungeons & Dragons Basic Rules, available for download from <https://dnd.wizards.com/articles/features/basicrules>

[EEPG] = Elemental Evil Player's Companion, available for download from <https://dnd.wizards.com/products/tabletop-games/rpg-products/player-s-companion>

[UA Feb. 2015] = Unearthed Arcana: Eberron (v.1), available for download from <https://dnd.wizards.com/articles/unearthed-arcana/unearthed-arcana-eberron>

[UA May 2015] = Unearthed Arcana: Waterborne Adventures, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/unearthed-arcana-waterborne-adventures>

[UA August 2015] = Unearthed Arcana: Modern Magic, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/modern-magic>. This site also uses Dan Helmick's *My New D20 Modern Campaign* conversion notes from his 2015 website [article](#) on [Wizards.com](#).

[UA May 2018] = Unearthed Arcana: Centaurs And Minotaurs, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/centaurs-and-minotaurs>

[UA March 2021] = Unearthed Arcana: Folk Of The Feywild, available for download from https://dnd.wizards.com/articles/unearthedarcana/folk_feywild

[UA Oct. 2021] = Unearthed Arcana: Travelers Of The Multiverse, available for download from <https://dnd.wizards.com/articles/unearthed-arcana/travelers-multiverse>

[TP] = The Turtle Package, see <https://dnd.wizards.com/products/tabletop-games/digital-only-rpg-products/turtle-package>

FREQUENTLY ASKED QUESTIONS | CONTACT (especially about typos, glitches and othre errors)

Wizards of the Coast, Magic: The Gathering, and their logos are trademarks of Wizards of the Coast LLC in the United States and other countries. © 2009 Wizards. All Rights Reserved.

This Web site is not affiliated with, endorsed, sponsored, or specifically approved by Wizards of the Coast LLC. This Web site may use the trademarks and other intellectual property of Wizards of the Coast LLC, which is permitted under [Wizards' Fan Site Policy](#). For example, DUNGEONS & DRAGONS®, D&D®, PLAYER'S HANDBOOK 2e®, and DUNGEON MASTER'S GUIDE® are trademark(s) of Wizards of the Coast and D&D® core rules, game mechanics, characters and their distinctive likenesses are the property of the Wizards of the Coast. For more information about Wizards of the Coast or any of Wizards' trademarks or other intellectual property, please visit their website at [www.wizards.com](#).

Critical Role is a trademark of Critical Role Productions. For more information, see [critrole.com](#) and [daringtonpress.com](#).